SNS-AGJE-USA

GHOUL PATROL™

Instruction Booklet

JVC

SUPER NINTENDO ENTERTAINMENT SYSTEM

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Ghoul Patrol™

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Introduction

You and your best friend, Julie, were at the Ghosts and Ghouls exhibit at the city library, when you came upon an old treasure chest containing an ancient spirit book. Being the curious kids you are, you opened the book and read the secret chant inscribed on page one. Suddenly the room began to shake and out from the book emerged a horrific snaggle-toothed spirit.

Now this snarling phantom and his dastardly minions are infesting Metropolis and slithering their way into the history books, where they plan to rewrite history with their spooky ways.

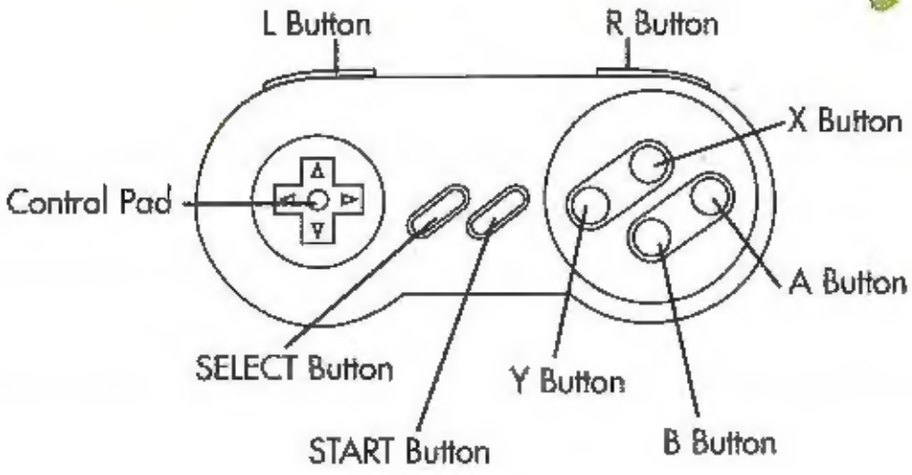
Only you and Julie have the power to get the mighty beastly spirit back into his book and stop the madness. Ghoul Patrol to the rescue!

Starting the Game

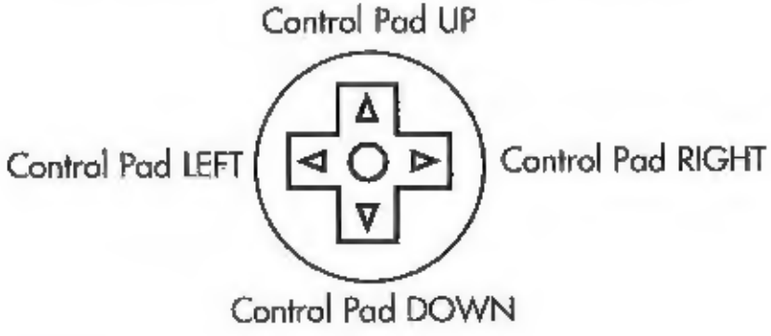
1. Turn off your Super Nintendo Entertainment System by sliding the POWER bar away from the Game Pak slot. Plug a game controller into your system.
2. Insert the *Ghoul Patrol* Game Pak, label facing front, in the system slot.
3. Turn on the system by sliding the POWER bar toward the Game Pak slot.
4. When the Title screen appears, press the START Button to begin play.

Vinnie's Lair

Names of Controller Parts



This manual refers to the following directions:



To Move Character:
Press the Control Pad in corresponding direction.

To Run:
Hold down the Y Button and press the Control Pad in the direction you want to run.

To Pause Game:
Press the START Button.

To Cycle Through Items:
Press the LEFT or RIGHT Button.

To Use an Item:
Select the item and press the SELECT Button.

To Slide:
Press the X Button.

To Fire a Weapon:
Press the Y Button.

To Jump:
Press the B Button.

To Cycle Through Weapons:
Press the A Button.

Vinm's Lair

Main Game Menu

To make a selection in the Main Game Menu, press the Control Pad UP or DOWN to select an option, then press ANY Button to make a selection.

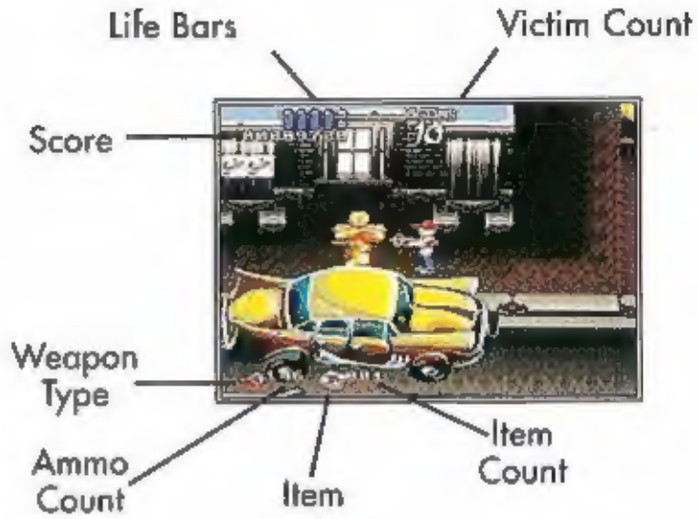
START GAME

Here you can choose to play as either Zeke or Julie. To make a selection, use the LEFT and RIGHT Buttons to toggle between Zeke and Julie, then press the START Button to enter your selection.

PASSWORD

After you complete a stage, you will receive a password. To enter your password, use the Control Pad to select a letter or symbol and press the ANY Button to enter that selection. Once you've completed entering your password, select END and press the A Button to enter your password and begin play.

Main Game Screen



Life Bars: Display how much life you currently have.

Score: Displays your point total tallied so far.

Victim Count: Displays how many victims remain to be rescued.

Item/Item Count: Displays item currently in use and the quantity of that item that you have in your possession.

Weapon Type/Ammo Count: Displays the type of weapon you are using and how much ammunition you have for that particular weapon.

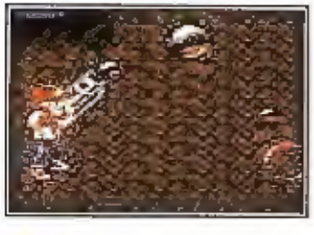
Weapons

Crossbow: Fires a fast single shot with a light damage ratio. You have unlimited shots with the crossbow.

Machine Gun: Fires multiple shots that can inflict great damage on any ghoul in its path.

Homing Plasma Gun: Shoots balls of plasma that follow their target until...SPLORGGCH!!! The perfect weapon for disabling unrelenting spirit bosses.

Laser Gun: Fires a lightning-fast dose of laser that can blast an apparition into molecules in seconds flat.



Lobbing Smash Gun: Bazooka-like gun that shoots bowling ball projectiles in small arcs. Excellent heavy damage weapon against ghastly level bosses.

Levels

Each level contains 10 victims that you must rescue. After rescuing the victims, you will then need to find the time portal to advance to the next level.

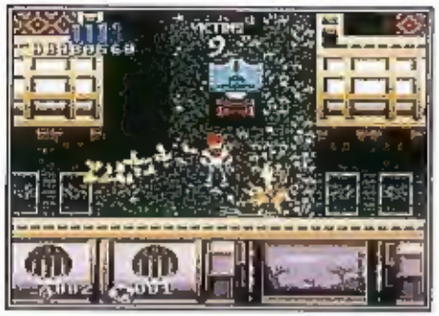
Metropolis

This place is a real ghost town. Floating eyes, possessed library books, teenager-eating plants, green goblins and garbage can ghosts are everywhere, and they are freaking people out—big time!

You'll begin your ghoul hunt in the library. Collect all the keys you find as they will open doors for you. Also pick up different weapons to increase your arsenal. And be sure to follow the "SAVE ME" and "THIS WAY" cries along the way—this will lead you to the spooked victims you need to rescue.

Vinny's Lair

Ming Dynasty



Ghosts have slithered their way back to ancient China and have taken over the bodies of the infamous Ming Dynasty.

Unleash your homing plasma gun on skeleton samurai spirits with flaming swords, levitating monks and fire-belching winged demons. And remember to rescue the fair maidens that await you.

Then, if you are still among the living, you must enter the courtyard to take on the mighty swooping Demon warlock.

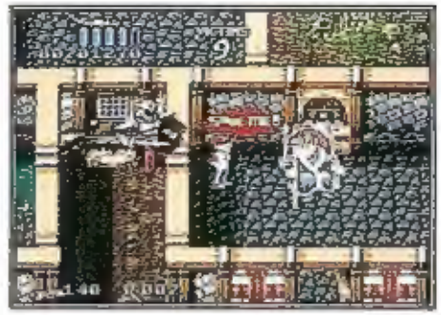
Caribbean

Dust off your laser gun because you're going back in time to despook the pirates of the Seven Seas.

First stop: the graveyard, where you'll meet pirate zombies and other undead. Next, it's off to do some ghost busting in two different Caribbean towns loaded with magical items, booty and hundreds of spooked swashbucklers. Beware of shark-infested waters and deadly treasure chests!

Your trip will conclude on Jolly Roger's pirate ship. This guy is mean—stay clear of his gun and his razor sharp hook.

Medieval World



The royal court has been kidnapped by a gang of medieval goblins.

Infiltrate the castle and use your JUMP skills to avoid boneyard lava pits, spear trap walls and spike-filled floor panels.

Then make your way into the dungeon where floating skulls and spectral knights abound. Use your homing plasma gun to baste these apparitions, but save some plasma for Sir Raleigh MacSpirit—he likes to use his lance to make mince meat out of young ghost busters.

Ghosts and Demon World

Your final assignment pits you against a gaggle of ghouls—on their own turf!

If you want to survive this one, you might want to take the red potion and transform into the Grim Reaper. There's lots of lava out here and you can fly over it while battling more floating eyeballs and skulls, as well as fellow Grim Reapers and floating monks.

Then it's time to put the old beastly spirit that started this whole mess back where he belongs...inside his tome.

Ghoul Patrol Credits

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Lead Testing by Brett Tosti
Executive Producer Kalani Streicher
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Animation by Liu Pee Hieng, Holger Liebnitz, and Hairun
Project Management by Andrew Carter
Music and Soundeffects by Eric Swanson and David Warhol, Realtime Associates

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